PREPARATION

Heaven vs Hell is a short D&D adventure for four 1st level player characters (PCs). The scenario takes place on the Grand Canyon. Hercules decides to fulfill the prophecy that said that one day he would cause his father’s, Zeus demise. The battle between Zeus and Hercules that will be remembered for all eternity will be fought on the Grand Canyon.

ADVENTURE

BACKGROUND

Prophesis were told to Zeus,  ruler of the heavens that one of his children would cause his demise. Filled with anger, range and of course sadness he didn't know what to do. Ultimately evil won over his mind and he ate every one of his children except one which escaped his wrath, Hercules. Hercules became older, smarter and stronger. He decided that it was time to fulfill the prophecies and confront Zeus. In their first battle against Zeus, Zeus threw up Helen, Thalia, and Hephaestus. They all joined Hercules in battling Zeus. With their help Hecules was able they take down Zeus and his army. The battle took place in the Grand Canyons. Zeus and his army didn't give up quickly, but Hercules knew that it was his destiny to win over Zeus and become the god of gods. After the battle Hercules and his brothers and sister built their kingdom on the Grand Canyon.

ADVENTURE SYNOPSIS

The characters start on the Grand Canyon. Zeus together with Apollo, Hades and Hermes are ready to take on Hercules and his allies. It is almost mid-night when the forces start to collide Zeus’s thunder lights everything up and so the battle begins.

ADVENTURE HOOKS

As DM, you know best how to involve your players and their characters in an adventure. You can use the following adventure hooks to spread your imagination, modifying them as necessary to make them appropriate for the characters interests.

* Only Hercules can kill Zeus with a special knife he has to pick up from the highest point of the Grand Canyon
* Zeus and his allied Gods have to only kill Hercules in order to win.

BEGINNING THE

ADVENTURE

When Hercules was just a baby he witnessed something horrifying, his father, who knew that one of his children was going to cause his demise decided that it was best if he would just eat all his children, luckily for Hercules, he escaped. Hercules has waited for years, looking back to that day to take his father down, fulfill all prophecies and become the king of kings. The day has come and Hecules called on his father for revenge. In their first battle Herules made Zeus throw up Helen, Thalia, and Hephaestus. Hercules now, had an army, However Zeus didn’t like that so he called on his Gods, Apollo, Hades and Hermes. Thus the battle started Hercules together with his brothers and sisters wanted to get revenge on Zeus while Zeus wanted to finish them once and for all.

## -Characters

* **Hercules:** Hercules son of Zeus and Alcmene. He was the most powerful of all mortal men and his mother was one of the prettiest mortals. he was hated by Hera. Hercules has short brown hair and brown eyes. He carries a club that has power that could only be use by him. With his club Hercules can have the power to make thunder and attacks almost anything that he wishes. With out his power he can't make thunder but he is still strong enough to fight almost anyone.
* **Helen:** Helen daughter of Zeus and Leda. Helen was married to Menelaus but left with Paris a Trojan prince, which started the Trojan War. Helen has blond and blue eyes and is always in a blue dress and wears a gold Laurel Wreath in her head. Helen has the power to get the truth put of people and use her laurel wreath to temporarily blind people.
* **Thalia:** was one of the three Graces or Charites with her sisters Aglaea and Euphrosyne, and a daughter of Zeus and the Oceanid Eurynome or the hour Eunomia. She presided over festive celebrations and rich and luxurious banquets. Very strong at fighting battles amongst others.
* **Hephestus:** was a Greek god whose Roman equivalent was Vulcan. He is the son of Zeus and Hera, the King and Queen of the Gods. He was the god of technology, blacksmiths, craftsmen, artisans, sculptors, metals, fire, and volcanoes.
* **Zeus:** Zeus has long and white hair and and grey eyes with a trimmed bear. He wears a long white trench coat with a gold belt. Zeus carries around a silver pole that lights at the tip with thunder. Zeus has the power to fly has fast as a thunder and is able to attack and use thunder with or with out his pole .As the most powerful God he also has the power to change the weather and make it as good or bad as he wants it to be. Zeus carries nothing else but his pole. Zeus is at his strongest when he has his magical pole with him and with that pole one of Zeus MAJOR power it that he can strike anyone with thunder and kill them with in 1 mile of him. One MINOR power is the power to stop time for a limited amount of time. The Second MINOR power is to make someone attack themselves with the strongest power they have.
* **Apollo:** Apollo black hair up to his cheeks with aqua blue eyes. Apollo wear one black leather glove on his right hand with a naive blue double breasted blazer and black pants. Apollo carries nothing but a half cape that is turn to the right side covering his arm up too his hand. Apollo has the power to turn the weather hot it enough to make metal melt. He also has the power to light up anything that is dark. One of Apollo MAJOR power is able to make fire and use it to his wishes. One of his MINOR power is to heal himself from anything 50%. Another MINOR power to make you blind for a certain amount of time.
* **Hades:** Hades has light blue hair that is lighted by fire. He wears black and navy blue colors. Hades has long nails that allows him to shoot fire through his fingers(Minor Power). He can also summon his little devil helpers to protect him from harm(Minor Power). Hades has the ability to turn himself into a monster that has 3 heads and a tail that is 15ft(Major Power). When he turns into the monster his power increase 30%.
* **Hermes:** Hermes has short red hair with light brown eyes. He wears a hat which no one has seen him with out it that has to big feathers that turn into wings and help him fly. He also wears a short jacket with a cardigan and a white shirt under it. Hermes carries a caduceus the middle of the caduceus can turn into fire, lighting or wind and the wings turn into 2 huge snake. One of Hermes MAJOR power is to use his caduceus and release all of it power to attack all at once. One of the MINOR power is that he can run or fly fast and escape any threat with help of clouds. Another MINOR power his that Hermes can stop someone from moving or using any power for a periods of time.

Map

## -The Warm Up

The sky has been slowly darkening all day, and

Now it’s midnight and only the stars and moon light the Grand Canyon. Zeus starts the war by lightning everything up with his thunder.

Hercules and his brother and sisters divide into group, some run after the knife to which can kill Zeus while the others fight him

## -The Battle

Everything is destroyed and burning, Zeus is looking for Hercules, he has to be careful not getting caught from behind but at the same time fighting all his children.

Hercules is on his quest trying to get the knife.

CONCLUDING THE

ADVENTURE

The adventure is over when Hercules gets the knife from the top of the Grand Canyon and kills Zeus with it.

FURTHER ADVENTURES

Hercules believes that Zeus was finished but that isn’t entirely true. Zeus returns from the land of the death to take back his throne and finish his son forever.

Character Cards

Hephaestus:   
Hit dice: 3d8+9   
Initiative: +3   
Speed: 30 Ft (6 squares)   
Armor Class: 14   
Base Attack: +7/+12   
Attack: creates volcanoes +7   
Full Attack: Makes lava come out from under (6d4+3)   
Space Reach: 6 squares   
Special Attack: can make balls of lava and throw it at his opponent +4   
Special Quality: The balls of lava stick to the opponent’s skin +4   
Skills: Can hide in a volcano +3

Zeus:   
Hits Dice: 5d9+15   
Initiative: +5   
Speed: (15 squares)   
Amor Class: +30   
Base Attack: takes out opponent power for short time   
Attack: attack yourself +24   
Full Attack: thunder strike +30   
Space Reach: 20 squares   
Special Attack: Light bolt   
Special Quality: changes the weather   
Skills: move silently +10, fly + 5

Apollo:   
Hit Dice: 3d10+8   
Initiative: +2   
Speed: (10 squares)   
Amor Class: +25   
Base Attack: shoot bullets of fire +10   
Attack: throws rings of fire +15   
Full Attack: energy ball +29   
Space Reach: 12 squares   
Special Attack: flames every where   
Special Quality: lights any dark area +3, melts thing +5, protects him self with cape   
Skills: +5fire + 8  
  
  
  
Hades:   
Hit Dice: 5d7+2   
Initiative: +1 – Speed: (7 squares)   
Amor Class: +14   
Base Attack: Shoots fire +5   
Attack: Summons little people to attack +13   
Full Attack: monster attack +28   
Space Reach 7 squares   
Special Attack: Increase his hit my +30   
Special Quality: monster +30